

# Aerial Assault



SEGA

## Loading Instructions:

### Starting Up:

1. Make sure the power switch is OFF.
2. Insert the game cartridge in the Power Base as described in your **SPCA SYSTEM** manual.
3. Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge, and try again.
4. At the title screen, to start the game, press Button 1 or Button 2.

### IMPORTANT

Always make sure that the Power Base is turned OFF when inserting or removing your Mega Cartridge.

1. Insert Mega Cartridge
2. Insert Control Pad 1



## Aerial Assault

Some years ago, an evil intergalactic empire not yet known simply as the A.R.C. developed a huge war machine "E1" which was capable of gradually destroying the ozone layer. This posed an colossal threat to all life on the planet, and cost a lifetime of test watching in the far corners of the earth.

In the year 1999, the A.R.C. began an all-out offensive against every country in the world. Although initially each nation's Self-Defense forces valiantly stood their ground against this most formidable of adversaries, they eventually proved to be no match for the sheer power and size of the enemy.

However, just when all seemed lost, the "Freedom Fighter" appeared on the scene. Not only that, attached to the war machine, it secretly sped off to clash with the overwhelming enemy force. Now, you must lead the Freedom Fighter into action and come out on top. If you're going to overcome the evil war machine!

You'll encounter an army and sea-faring craft, and they won't take physical damage if caught their onslaughts while, at the same time, making forward thrusts the final target. As the pilot of the Freedom Fighter, you get no breaks at all... are the obstacles are against you! You are absolutely leading your team-mates for the people of Earth. So on we go and give it all you've got in the name of Freedom!

\*Aerial Assault™ is a Master System game for 1 player only.

## Take Control!

### Directional Button (D-button)

- Operates Selection arrow during Lower of Difficulty mode.
- Operates Selection arrow during Continuous mode.
- Moves Fighter in any direction.
- Checks for when enemies have any caught!

- **Button 1**
- **Start game**
- **Advanced story screens**
- **Selects Level or Difficulty**
- **Selects Characters/Item**
- **Freeze/quit after test ending-type items**



#### Button 2

- **Start game**
- **Advanced story screens**
- **Selects Level or Difficulty**
- **Selects Characters/Item**
- **Freeze/quit and ending-type items**

## Getting Started

**Button 1** In-game: press either Button 1 or 2 during the title screen. The Level or Difficulty screen will then appear. To select a Level, use the D-Button to move the Selection arrow up or down, or simply leave it where it is. After you're done, just press either Button 1 or 2 to select that Level.



**EASY** This is actually a practice mode. It's a good idea to try the Level several times until you get a feel for the Fighter and Control Pad.

**NORMAL** The "real" enemy starts its life here in the Level. You'll have to move around a bit more than at EASY.

**HARD** Only an Ice Freedom Fighter is capable of withstanding the Level when waged by the B.A.C. at this Fighter Level of Difficulty.

Once you've chosen a Level, the first thing screens will appear. They will automatically advance, but if you wish to move through them more slowly, simply press either Button 1 or 2. Don't advance through without having read them first, though!

## Your Objective

To completely dominate the enemy, you must get through 4 missions—the last of which takes you to the B.A.C. a final screen. Achieving the Level Winner is the final step in securing a safe and peaceful existence for the citizens of Earth. There is a good chance that you won't return if you're not or you'll absolutely have to take the right actions and good luck!

## Missions

To commemorate the threat to all life on Earth, you must successfully complete 4 separate Missions. Try it first by taking on the challenge of the great Antarctic "Iceberg."



If you succeed, you'll then come up against the G6-55, the enemy's most dangerous Number One. Proving you're not stopped by the enemy's coats or ice by lightning, you might make it through to the Third Mission—take you're getting warm. The N.A.C. fortress is guarded in front by another garrison. You can't get inside the fortress without eliminating this structure. Finally, if by some level of fate you are still alive, you may enter the N.A.C. bulwark and really start to take part of business!



## Items

As you play, there are Items that will become available to you. They provide you with different types of living capabilities, as well as occasionally replenishing your supply of Bombs. Items, which symbol guide you which type of live, and take them if every opportunity in each Mission, the Items come from a different source... they'll be indicated as you undertake each stage. The wrong choice just might turn you into a loser! (See the list of Items on pages 48 — 50.)

## Lives

You are issued 4 Fighters with which you will undertake this mammoth task. As careful as the opponent is, he's provided you with many very useful ways to live out. You might get locked off by a sound of regular fire, crash into an enemy craft while chasing an item or avoiding another victim. Take a surprise hit from one of the enemy ground or sea attack units, or be plucked in by carelessly flying too close to the surface! Any time one of these gruesome possibilities befalls you, you lose 1 Fighter. If you lose all 4 of your planes, you're tossed and the war is over. You know it has come to a finish, and

## Continue

If you become jet another victim of the R.A.C. test machine, you may Continue the game without having to go back to the beginning. When the Continue/End screen appears, use the D-button to move the Selection arrow up or down and then press either Button 1 or 2 to make your selection. If you choose to Continue, the game will pick up at either the beginning or the middle of the Mission you were last involved in. If you choose End, the game is finished and the title screen will reappear.

## Rules

You may continue 7 times in the Easy Level, 5 times in the Normal Level, and 3 times in the Hard Level.

## Scoring

Each Mission is distinguished by the location of the battle, as well as the types of weapons and characters you'll face. The point value of each type of target changes with the Level of Difficulty.



## Playing the Game

### Mission 1 Destroy the Battleship "Viper"

The rest of the Mission finds out how over the sea, and the enemy has waited so long in waiting in to try and pick him up. As the pilot of the Freedom Fighter, you'll transfer your fighter to avoid attack fire, and at the same time fire continuously by pressing and holding Button 1. Don't forget though— in addition to watching the ship, you must also try to keep an eye on the tank, as ships tend to break up at you. They aren't of a friendly nature so dispose of them by either flying low and gunning them with regular fire or pressing Button 2 and bombing them (if you have any Bombs). Be very cautious if you attempt it the past— one wrong move, and you're finished!



Don't think it is a secret that the opponent is planned and starts the going to do and wait for you its smoke mask. The fighters will come at you either formation or in formation, and they'll even dive occasionally! Don't get stressed in a corner by him or they'll dive in and put you to rest! The wings will also send up a few rounds at you. It's better to make a line path and get rid of them as soon as they appear.

The final stage of the Mission pits you against the fearsome Battleship "Frank." The complete and utter destruction of the ship is your objective here— anything less will put you in a fairly tight fix you sustained the 5:40 damage to this point, you're likely to take on the next test!

### **Mission 2: Destroy the CR-55 Bomber**

This battle takes place at 40,000 feet— over the clouds! You'll have to deal with some new and more dangerous weapons at this stage. And, the enemy has left nothing out just them— they even use the altitude to their advantage by dropping in and out of cloud banks. Rockets will be fired from behind, and since you can't see them directly, you'd better stay well above the clouds. You'll get it from behind, as well— some longer (and nastier) missiles! They move pretty slowly, but you never know where the next one will strike. Stay! Try to stay well off them and shoot them down!

As the battle progresses and you get closer to your target, the sky darkens and you have to contend with lightning that can make you feel rather uncomfortable! Remember to take care by blocking the appropriate targets. When you come upon the CR-55 Bomber, prepare and it'll find the locations of the gun barrels and light them up! If the enemy can't find it, it will explode! On to Mission 3!



### **Mission 3: Destroy the CR1 Portent**

This stage of the fighting brings you back down to earth. You must battle the same fighters that have been haunting you since the beginning along with Tanks that fire seriously accurate (and nasty) missiles! Helicopters will arrive to assist you while you're avoiding the nuclear assault.

As in the earlier stages, some items replenish your supply of Bombs, and that's a good thing. The Bombs are your last defense against the missile-launching tanks. Some symbols will appear that you may not have seen in the last 2 Missions. The only one you definitely should take is the Skull and Crossbones!

The Cliff Fighters are a nightmare! You'll be fired upon from their cannon-like rock and quarry in the mountain again, aim for the guns, and stay well away from the cannons. They'll follow you, so you've got to move quickly and without being in order to enter this place but should you succeed in getting past this partition, you've come with it one step of achieving freedom and peace for the people of the world.



#### Mission 4: Enter the N.A.C. Fortress and Destroy It!

The final Mission is your quest. You'd better have some energy left, because this one is going to take more out of you than the first 3 have combined! The battle takes place inside the N.A.C. base. You've gotten this far, so you know they're plenty upset with you at the moment. They'll throw everything at you - large flying rocks, more Fighters, Cyborgs armed with laser rifles, missiles launched from above and below, and a stubborn mechanical soldier. They'll do all they can to keep you away from (E), their only hope for world domination.



Since you're now certain you must watch out for ceilings, floors, and walls, as well as the placement of your carefully and always watch the position of your Fighter. Don't forget to pick up the items you recognize. Tell you this too? Help you if you're in and do in the Lower Crystal with regular for you in our long for the world!

The (E) Layer Battle will, of course, be like battle 2, you'll get to the battle and regular for. Don't let up on (E) 1: hold it continuously and point (E) 2 when it's time to do some bombing. You'll have many of all things still you only have acquired in the progress of getting through the first 3 Missions. The ultimate mission is to (E).



## Helpful Hints

- There are 3 Levels of Difficulty. You should probably try the Easy Level at first, before you attempt to meet the real enemy in the Normal and Hard Levels.
- Learn the item symbols for each Mission, even though there are numerous types. Having the kind of item capability you're confronted with can help you immensely. Additionally, certain types of fire work better at certain locations than other types.
- Don't pretend you're invincible and try to waste everything in sight. You'll over-plunge! Remember, at one level, you'll believe me, you'll pay for it. Choose a general strategy and avoid anything that wastes it. You'll learn the best place to be by playing the game.
- Use Bombs to destroy less potent or eliminate those, gribble flies, and Paria. They aren't difficult to kill, but they will hurt you if you ignore them. You've got enough problems already!
- Of course, you want to achieve a high score. But remember your objectives— all of it is more important. Being in worse gear can be critical at an overwhelming life. So follow steps 1. The object, and the responsibility, are yours with "Harsh Assault."

## List of Items

The items in the first section are those that can be used by pressing **Items** + **Learn** (or symbols) and use them at every opportunity!

1. Normal Ship
2. Easy Ship
3. Easy Ship
4. Laser
5. Holy Laser
6. Chase Missile







1. Explosive Shot

2. Increase Shot

3. Decrease Shot

The items in this section can be used by pressing button 2. They are battle-type weapons... don't forget that you have them!

4. Bomb

5



6



7



8



### Triple Number

Massa

Maya

→ Maya Ball

The items in this final group aren't actually responses, but they'll get you to different users. Except for one, of course — response 07

- 1) Sprint LP
- 2) Sprint
- 3) 1 25
- 4) 1 Green
- 5) Black





# HANDLING THE SEGA CARD AND THE MEGA CARTRIDGE

The SEGA CARD and the MEGA CARTRIDGE are intended exclusively for the SEGA MASTER SYSTEM

## For Proper Usage:

- 1 Do not immerse in water
- 2 Do not bend
- 3 Do not subject to any violent impact
- 4 Do not expose to direct sunlight
- 5 Do not damage or disfigure
- 6 Do not place near any high-temperature source
- 7 Do not expose to thinner, benzene, etc.
- 8 Be especially careful not to stick anything on the SEGA CARD
- 9 When wet, dry completely before using
- 10 When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water
- 11 After use, put it in its case



## SCORING GUIDE

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## SCORING GUIDE

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**SEGA**

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